MARVEL™ COMICS

X-MEN™

CHILDREN OF THE ATOM

MANUAL

WARNING

CAPCOM®

19-0018

CAPCOM

INVITES YOU TO USE

OUR SERVICE NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER CAPCOM GAME YOU NOW HAVE ON LOCATION.
PLEASE HAVE GAME SERIAL NUMBERS AND CABINET NUMBERS READY.

CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.

DIRECT NUMBER   1-800-833-0190

WARRANTY, REPAIR AND RETURN POLICY

LIMITED WARRANTY

CAPCOM warrants only to the initial purchaser of its products that the items listed below are free from defects in material and workmanship under normal use and service for the warranty periods specified:

A.	C.P.S. II PCB	1 Year
B.	Electronic Components	(90) Days
C.	Television Monitors	(90) Days

No other parts of products are warrantied.

Warranty periods are effective from the initial date of shipment from CAPCOM to it's authorized distributors.

This warranty does not apply to any parts damaged during shipping or handling, or due to improper installation or usage or alternation. CAPCOM disclaims any warranties not provided herein, including any warranties of merchantability or fitness for a particular purpose. In no event shall CAPCOM be liable for any anticipated profits, loss of profits, loss of use, incidental or consequential damages or any other losses incurred by the customer in connection with the purchase of CAPCOM products.

CAUTION

In order to keep the PCB functioning properly, please follow the instructions below.

- Do not block the ventilation slots.

- Do not drop or bump the board.

- Do not spill any liquids on the case.

- Do not disassemble the case.

Ni-cd

ATTENTION

The product that you have purchased contains a rechargeable battery. The battery is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of this battery into the municipal waste system. Check with your local solid waste official for details in your area for recycling options or proper disposal.

DISASSEMBLING THE CASE OR REMOVING THE STICKER MAY CAUSE THE TERMINATION OF YOUR REPAIR WARRANTY.

PARTS LIST

There are two different kits available for X-Men. The first kit below is the full kit which includes PCB, all necessary graphics, buttons, joysticks and a volume/test bracket. This kit is used for a cabinet that will be upgraded with the CPS II board for the first time. The second kit is called the "B" Kit. This kit is for any game that already uses the CPS II board (Super Street Fighter II, etc.). This kit includes the "B" board, all necessary graphics and volume/test bracket. You just remove the top cartridge off the motherboard and replace with the new cartridge.

XM1000   X-Men Kit

Part No.	Description	Qty.
XM1400	X-Men A/B PCB	1
06-0109	X-Men Monitor Card	1
06-0110	X-Men Marquee	1
06-0111	X-Men Control Panel Overlay	1
06-0112	X-Men Side Graphics	2
16-0130	1 Player Button	1
16-0131	2 Player Button	1
16-0133	Red Button	4
16-0136	Green Button	4
16-0134	Blue Button	4
GE2030	Joystick	2
03-0050	Volume/Test Bracket	1
19-0018	X-Men Manual	1
03-0066	34 Pin Harness	1

XM1000B   X-Men B Kit

Part No.	Description	Qty.
XM1400	X-Men "B" PCB	1
06-0109	X-Men Monitor Card	1
06-0110	X-Men Marquee	1
06-0111	X-Men Control Panel Overlay	1
06-0112	X-Men Side Graphics	2
19-0018	X-Men Manual	1

CONTROL LOCATIONS

## 1. SAMPLE CONTROL PANEL LAYOUT
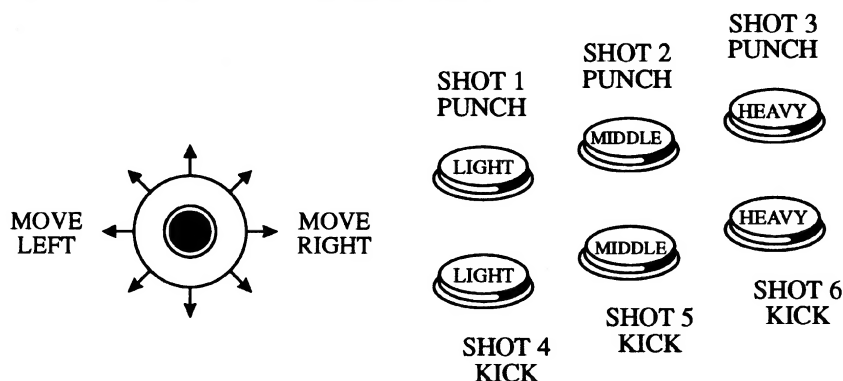
2. VOLUME AND TEST CONTROL SWITCHES ON BOARD

Volume Control

The volume control of this unit can be adjusted by pressing the volume-up switch and the volume-down switch. **The setting you have selected will be stored** even if the power is turned off. In the event that the volume setting does not work properly, press down on either the volume-up or the volume down button **for at least five seconds, then set the volume again.**

Test Switch

The test switch allows you to enter Test Mode. In Test Mode you can test game memory, input devices such as buttons and joysticks, and sound. You may adjust video components. It also allows you to change game configuration settings such as credits, difficulty, etc.
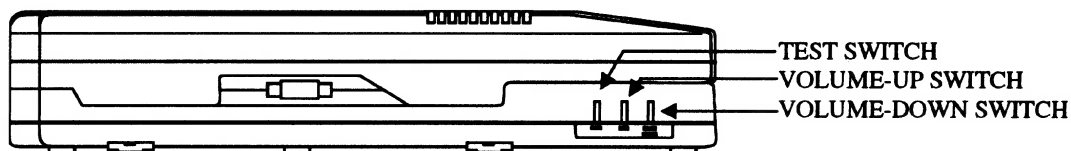
Volume and Test Control Bracket

The full X-Men Kit (XM1000) inclues a Volume and Test Control Bracket. The buttons on this bracket are the same as the buttons on the PCB case. Mount this bracket where it is easily accessible. The buttons are connected to the PCB via the 34 pin option connector. Refer to the CONNECTIONS section later in the manual.
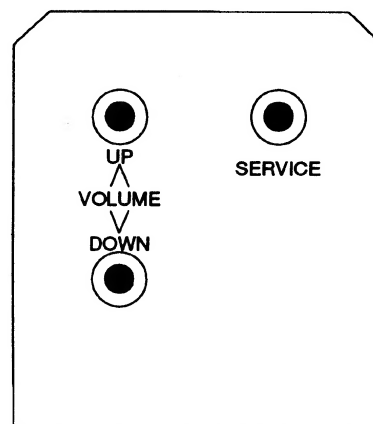
CONNECTORS

- **JAMMA:** JAMMA 56-pin connector
- **I/O EXTENSION:** Kick Interface and Volume Control
- **AUDIO OUT:** Used only for CAPCOM QSOUND cabinet

JAMMA CONNECTOR

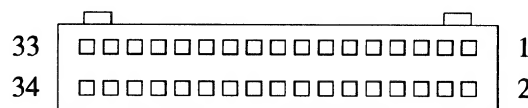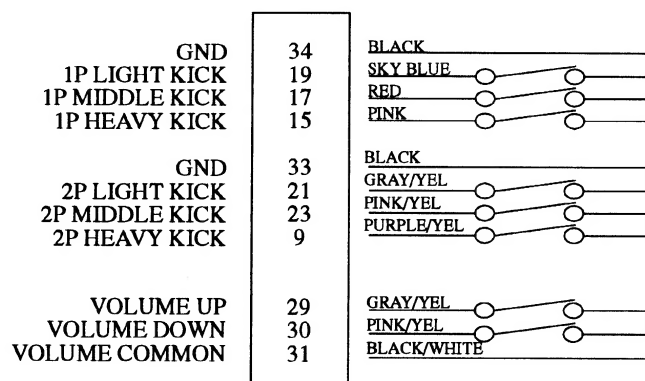| SOLDER SIDE			COMPONENT SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COUNTER 1
LOCK OUT 2	K	9	LOCK OUT 1
SPEAKER (-)	L	10	SPEAKER (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
FREE CREDIT	R	14	VIDEO GND
N.C.	S	15	DIAGNOSTICS
2P COIN	T	16	1P COIN
2P START	U	17	1P START
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P LIGHT PUNCH	Z	22	1P LIGHT PUNCH
2P MIDDLE PUNCH	a	23	1P MIDDLE PUNCH
2P HEAVY PUNCH	b	24	1P HEAVY PUNCH
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

I/O EXTENSION CONNECTOR

GND	34
1P LIGHT KICK	19
1P MIDDLE KICK	17
1P HEAVY KICK	15
GND	33
2P LIGHT KICK	21
2P MIDDLE KICK	23
2P HEAVY KICK	9
VOLUME UP	29
VOLUME DOWN	30
VOLUME COMMON	31

BLACK / SKY BLUE / RED / PINK

BLACK / GRAY/YEL / PINK/YEL / PURPLE/YEL

GRAY/YEL / PINK/YEL / BLACK/WHITE

Harness Side

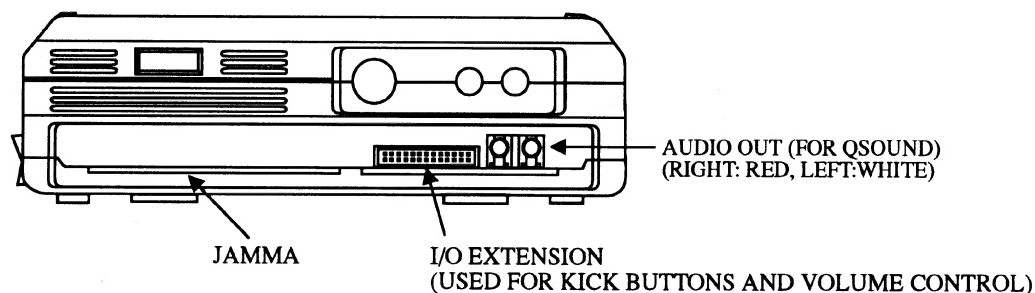Note: The harness provided with this kit is fully stuffed with wires. Only the wiring above is required for use with the X-Men game. If you are converting from a Super Street Fighter or Super Street Fighter Turbo, you can use the existing harness in the game.

CONNECTOR LOCATIONS

AUDIO OUT (FOR QSOUND)
(RIGHT: RED, LEFT: WHITE)

JAMMA

I/O EXTENSION
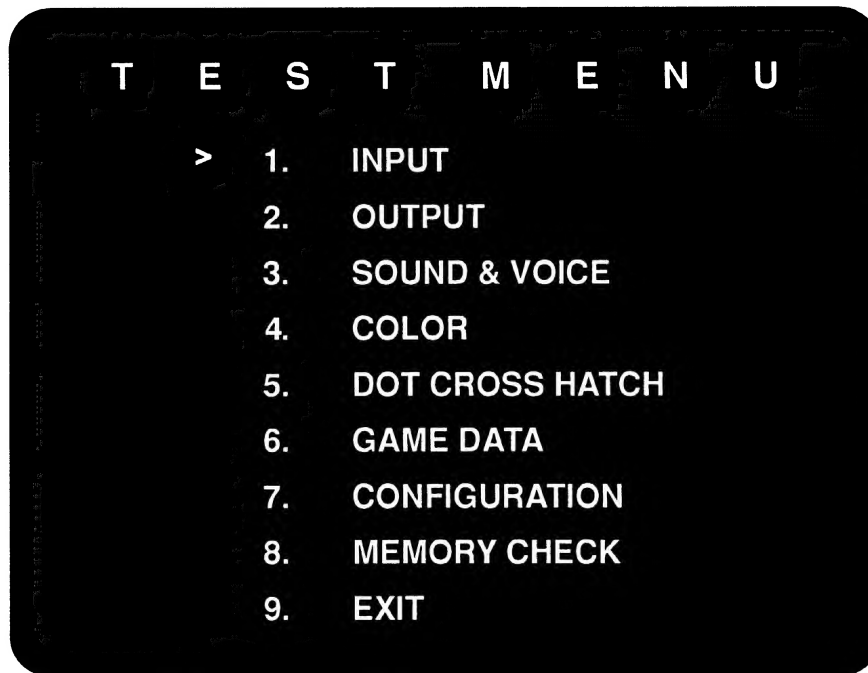(USED FOR KICK BUTTONS AND VOLUME CONTROL)

TEST MENU

The test menu allows you to test the functions and configure the game. These items include input devices such as joysticks, buttons and coin mechs, output devices such as monitor, speakers and meters. Through the Test Menu you can also access the Configuration Menu, where you can change the settings of the game.

1. ACCESSING THE TEST MENU

- **For a CAPCOM cabinet, or a cabinet equipped with a test switch:**
  Make sure the game is on and push the test switch. The screen shown below will appear.
- **For a cabinet without a test switch:**
  Push the test switch on the side of the blue plastic game casing. Refer to the Controls Section of the manual.

```
            T   E   S   T   M   E   N   U

        >   1.    INPUT
            2.    OUTPUT
            3.    SOUND & VOICE
            4.    COLOR
            5.    DOT CROSS HATCH
            6.    GAME DATA
            7.    CONFIGURATION
            8.    MEMORY CHECK
            9.    EXIT
```

2. HOW TO SELECT AN ITEM

- Use the Player 1 Joystick to Move the arrow in front of the desired item and press the Player 1 PUNCH LIGHT button.
- To return to the test menu, push the Player 1 Start and Player 2 Start Buttons simultaneously. The test menu automatically appears:
  - After you exit the **"7. "CONFIGURATION MENU"**.
  - After the memory is tested from the menu, **"8. MEMORY CHECK"**.

3. CLOSING THE TEST MENU

To close the Test Menu, highlight **"9. EXIT"** and push the Player 1 LIGHT PUNCH button.

4.   TEST MENU ITEM DESCRIPTIONS

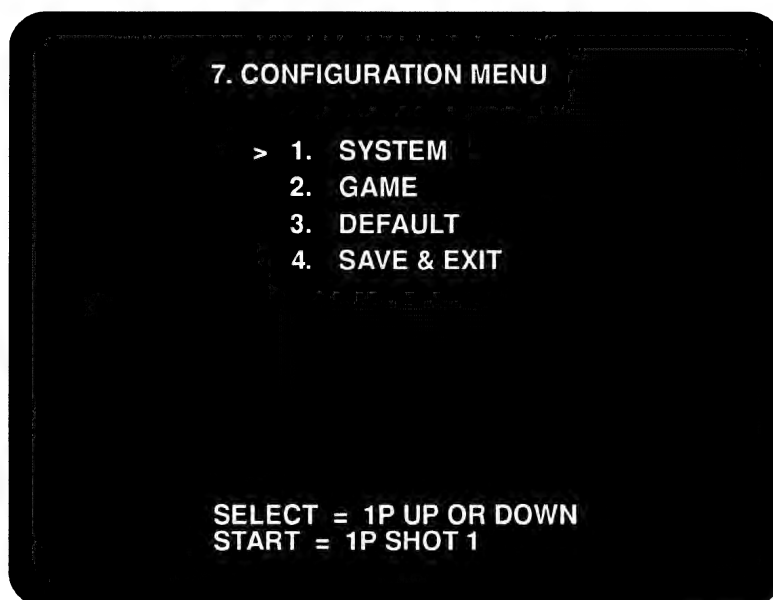|	
INPUT	Used to test all the input switches, such as joysticks and buttons. The "0" changes to a "1" as the button is pushed or joystick is moved. Check connections and switches in case the "0" doesn't change to a "1" when depressed or moved.
OUTPUT	Used to test the coin meter and the coin lock
SOUND & VOICE	Select a code of SOUND or VOICE with the Player 1 Joystick. Push the Player 1 A (LIGHT PUNCH) button to hear the sound of the selected code.
COLOR	Shows color bars of red, green, blue and white. Adjust RGB and brightness to obtain the optimum color balance and solid black background.
DOT CROSS HATCH	Used to test the screen size, focus and distortion.
GAME DATA	Counter information and the average of the game played time will be displayed.
CONFIGURATION	Used to change the game play settings. Refer to the CONFIGURATION MENU section.
MEMORY CHECK	Used to test memory. "OK" appears when each block of memory passes test "ERROR" appears in case of malfunction. If "ERROR" appears, repeat the memory test. Contact your distributor if "ERROR" still appears.
EXIT	Select this item and push the Player 1 (Light Punch) button to return to game play mode.

CONFIGURATION MENUS

The Configuration Menu is used to change various game settings such as level of difficulty, credits, sound configuration, etc. These settings are stored in memory on the PCB rather than DIP switches. To change configuration settings you must enter test mode and then access the Configuration Menu.

The Configuration Menu is divided into 2 sections. System Conifiguration, where you can change system changes such as credits, sound, and coin mech configuration. In the Game Conifiguration Menu you can change game play, such as difficulty level and game duration.
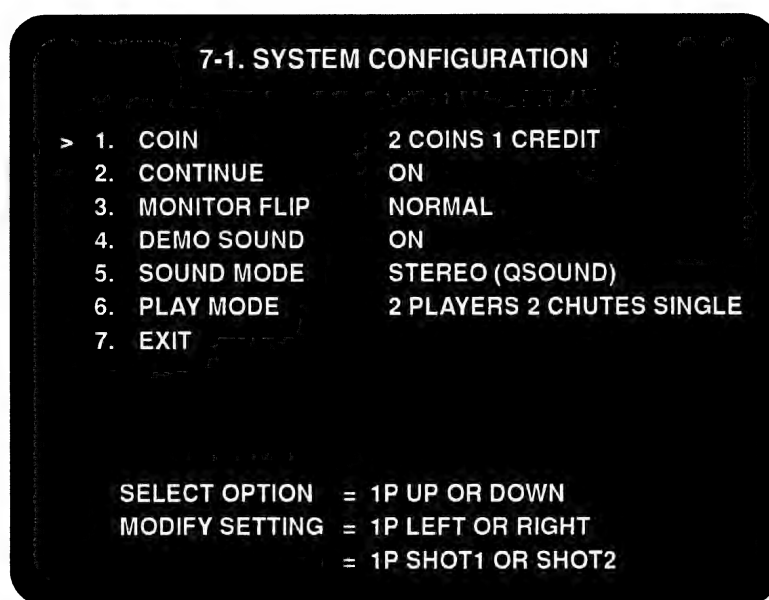
1.   TO ACCESS CONFIGURATION MENU

*   From the Test Menu, move the arrow to **"7. CONFIGURATION"** and push the Player 1 LIGHT PUNCH button. The screen below will be displayed. A description of each option is discussed in the table below.

```
              7. CONFIGURATION MENU


          >  1.  SYSTEM
             2.  GAME
             3.  DEFAULT
             4.  SAVE & EXIT




           SELECT = 1P UP OR DOWN
           START = 1P SHOT 1
```

SYSTEM	Use this screen to change system configuration such as credits, monitor flip, sound and coin mech configuration.
GAME	Use this screen to change difficulty level, damage level, time count speed, maximum number of rounds and event type.
DEFAULT	Use this to return configuration to factory settings. To insure that settings are not defaulted by accident the **Player 1 Light Punch and Medium Punch buttons must be pressed at the same time.**
SAVE & EXIT	Use this to save new configuration settings and exit to Test Menu.

To access the System or Game Configuration Menus from the Configuration, move the arrow with the joystick until it is to the left of the desired menu and press the Player 1 Light Punch button. Below are samples of the System and Game Configuration Menus.

SYSTEM CONFIGURATION MENU

```
              7-1. SYSTEM CONFIGURATION

   >   1.   COIN                2 COINS 1 CREDIT
       2.   CONTINUE            ON
       3.   MONITOR FLIP        NORMAL
       4.   DEMO SOUND          ON
       5.   SOUND MODE          STEREO (QSOUND)
       6.   PLAY MODE           2 PLAYERS 2 CHUTES SINGLE
       7.   EXIT




       SELECT OPTION   = 1P UP OR DOWN
       MODIFY SETTING  = 1P LEFT OR RIGHT
                       = 1P SHOT1 OR SHOT2
```

GAME CONFIGURATION MENU

```
              7-2.  GAME CONFIGURATION

   >   1.   GAME DIFFICULTY     4 MEDIUM
       2.   DAMAGE LEVEL        4 MEDIUM
       3.   TIME COUNT SPEED    4 NORMAL
       4.   MAX ROUND           3 ROUNDS
       5.   JOIN IN             ON
       6.   EVENT               OFF
       7.   EXIT




       SELECT OPTION   = 1P UP OR DOWN
       MODIFY SETTING  = 1P LEFT OR RIGHT
                       = 1P SHOT1 OR SHOT2
```

2. CHANGING THE CONFIGURATION SETTINGS

- Move the Player 1 Joystick UP or DOWN to highlight the desired option. Once the option is highlighted, move the Joystick LEFT or RIGHT, or press the Player 1 Light Punch button to change the setting. Refer to the 4. Menu Settings section for option settings.

3. SAVING SETTINGS AND CLOSING THE MENU

- Once the configuration settings are changed in either the System or Game Configuration Menus, move the arrow to the EXIT option in each respective menu and press the Player 1 Light Punch button. This will return you to the Configuration Menu.
- At the Configuration Menu move the arrow to **4. SAVE & EXIT** and press the Player 1 Light Punch button. You will be returned to the Test Menu.
- A message **"SAVING NEW CONFIGURATION IN EEPROM"** appears while new settings are being saved. It takes one or two seconds to save the new settings. Do not turn off the power switch while saving is in process.
- From the Test Menu move the arrow to **9. EXIT** and press the Player 1 Light Punch button. This will return you to game mode.

4. MENU OPTION SETTINGS

System Configuiration Menu Settings

COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 5 CREDITS
	1 COIN 6 CREDITS	1 COIN 7 CREDITS	1 COIN 8 CREDITS	1 COIN 9 CREDITS	**2 COINS 1 CREDIT**
	3 COINS 1 CREDIT	4 COINS 1 CREDIT	5 COINS 1 CREDIT	6 COINS 1 CREDIT	7 COINS 1 CREDIT
	8 COINS 1 CREDIT	9 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY	
CONTINUE	**ON**		OFF		
MONITOR FLIP	FLIP		**NORMAL**		
DEMO SOUND	**ON**		OFF		
SOUND MODE	**STEREO (Q SOUND)**		MONAURAL		
PLAY MODE	**2 PLAYERS 2 CHUTES SINGLE**				
	2 PLAYERS 2 CHUTES MULTI				
	2 PLAYERS 1 CHUTE SINGLE				

- Capcom recomended settings are in bold face.

Game Configuration Menu Settings

GAME DIFFICULTY	1 EASIEST	2 VERY EASY	3 EASY	4 **MEDIUM**
	LEVEL 5 MEDIUM HARD	LEVEL 6 HARD	LEVEL 7 VERY HARD	LEVEL 8 HARDEST
DAMAGE LEVEL	1 MINIMUM	2	3	4 **MEDIUM**
	5	6	7	8 MAXIMUM
TIME COUNT SPEED	1 SLOW	2	3	4 **NORMAL**
	5	6	7	8 FAST
MAX ROUND	1 ROUND	**3 ROUNDS**		5 ROUNDS
JOIN IN	**ON**		OFF	
EVENT	**OFF**	1 MATCH	SUDDEN DEATH	1 MATCH & SUDDEN DEATH

- Capcom recomended settings are in bold face.
- After you change the setting, make sure to select "EXIT" and push the Player 1 Light Punch button.
- Choose **STEREO (QSOUND)** if your cabinet is equipped with the Qsound Speaker System, otherwise select **MONAURAL** for proper sound effect.

5. MENU ITEM DESCRIPTIONS

System Configuiration Option Descriptions

|	
COIN	Sets the charge per play
CONTINUE	Sets continuous play. **ON:** Continuous play is possible **OFF:** Continuous play is not possible
MONITOR FLIP	Flips the screen. If the screen appears upside down, change the setting. **FLIP:** Upside down **NORMAL:** Right side up
DEMO SOUND	Turns attract sound on or off.
SOUND	STEREO or MONAURAL. **STEREO:** with QSOUND **MONAURAL:** without QSOUND QSOUND is available with CAPCOM QSOUND cabinets only. For other cabinet, please set to MONAURAL

PLAY MODE	Sets the number of players and coin chutes.
	2 PLAYERS 2 CHUTES SINGLE
	    Two players use two coin chutes and play at the same time.
	    With this setting, either player can start the game.
	2 PLAYERS 2 CHUTES MULTI
	    Two players use two coin chutes and play separately.
	    With this setting, the game is started from the same side the coin chute
	    was used.
	2 PLAYERS 1 CHUTE SINGLE
	    Two players use one coin chute and play at the same time.
	    With this setting, the player whose coin was put in first starts the game.

EXIT	To save the setting changes and return to the CONFIGURATION MENU, highlight this item and push the PLAYER 1 START button.

Game Configuiration Option Descriptions

|	
GAME DIFFICULTY	Sets the game difficulty level. There are eight levels of difficulty with "1" being the easiest and "8" being the most difficult.
DAMAGE LEVEL	Sets the attack damage level. There are eight levels of damage with "1" being the lowest level of damage and "8" being the highest
TIME COUNT SPEED	Sets the speed of the countdown for the tim display. There are eight speed levels with "1" being the slowest time countdown and "8" being the fastest.
MAX ROUND	Sets the number of rounds for winning. **1 ROUND:** Winner of a single round wins **3 ROUNDS:** Winner of 2 out of 3 rounds wins. **5 ROUNDS:** Winner of 3 out of 5 rounds wins.
JOIN IN	Determines whether or not it is possible to join in. **ON:** with join in **OFF:** without join in
EVENT	Turns on event mode. Useful for Championship Tournaments **OFF** Normal setting. Sets the mode to normal operation. **1 MATCH** Matches played with 1 credit. However, a win or a loss results in GAME OVER". CONTINUE is not available **SUDDEN DEATH** The player that takes the initiative wins. One stike settles the fight. **1 MATCH & SUDDEN DEATH** Sets to 1 MATCH mode as well as SUDDEN DEATH mode.
EXIT	Returns to the Configuration Menu

MOUNTING THE PC BOARD

1.   INSTALLING THE MOUNTING FEET

- Turn the PCB upside down.
- Slide the 4 feet into place as shown.

Bottom of PCB

4 mounting feet are included
in every full X-Men Kit (XM1000)
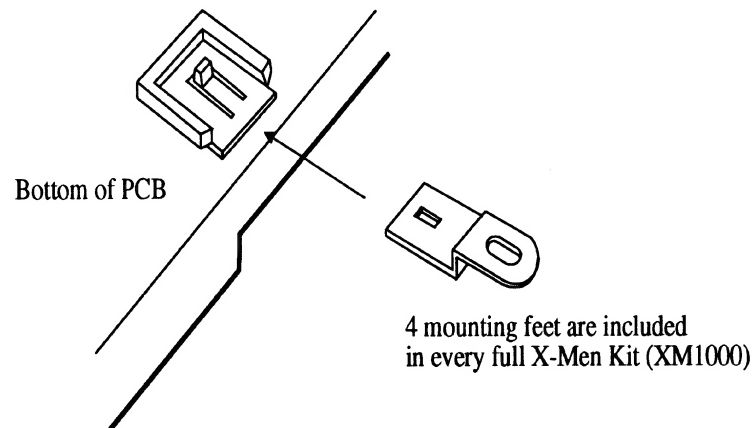
2.   MOUNTING THE PCB

These screws are not included
in the package.
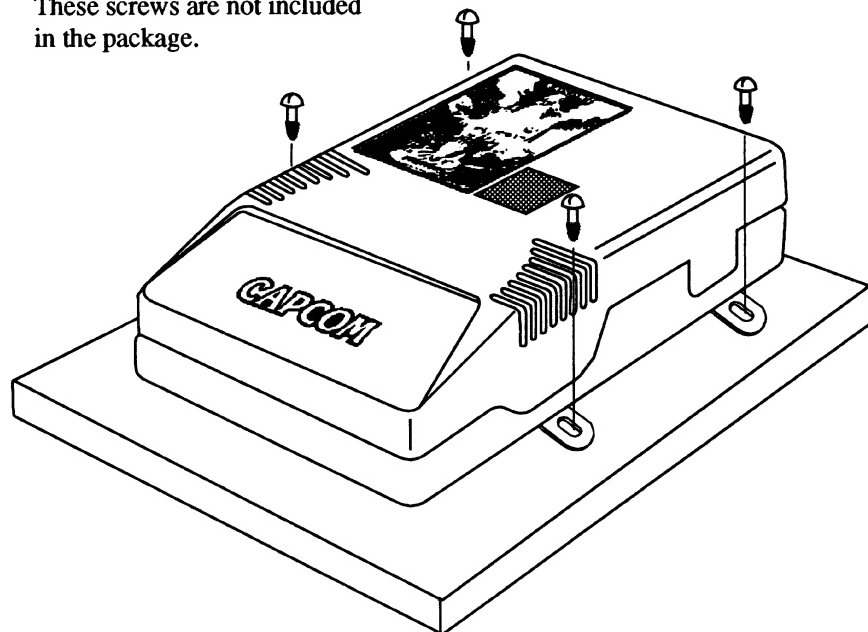
HOW TO REPLACE THE "B" CARTRIDGE

If you purchased a "B" Board Kit you only recieved the upper PCB (B Board). This will allow
you to convert the game easily by just seperating the top "B" Board from the bottom "A" Board.
It is very important only to seperate the top cartridge from the main board only. **Dissasembling
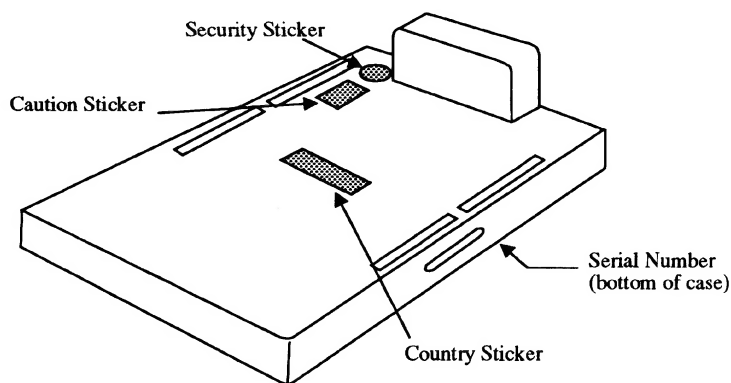either case will void your warranty.** Follow the instructions below to replace the "B" PCB.

* Remove the 2 case clamps.
* Carefully pull the the "B" cartridge off the "A" cartridge.
* To replace the "B" PCB carefully align the
  4 connectors and press the PCB's into
  place.
* Replace the 2 case clamps.
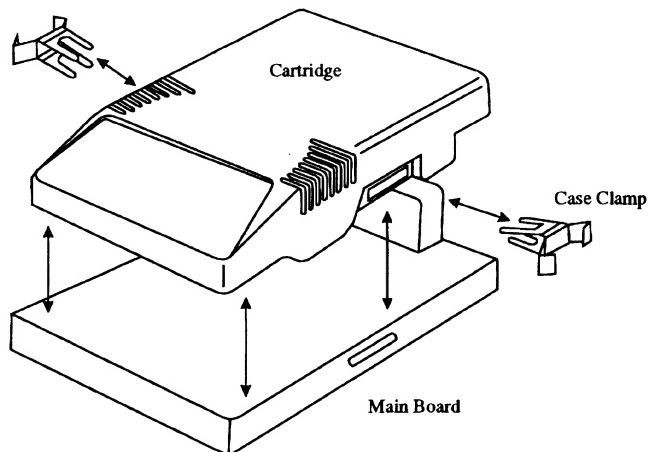
STICKER DESCRIPTIONS
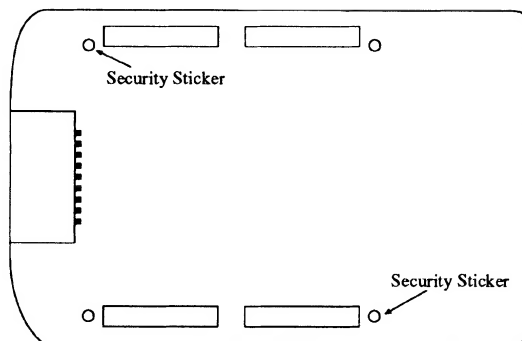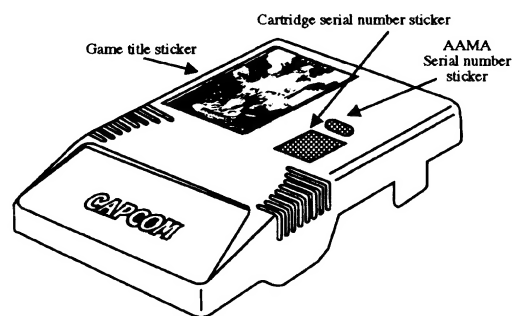
"B" Board

"A" Board

**Disassembling the individual cases or removing the
Security Stickers will void your warranty!**